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A8
1904
Nov. 12

Programme

Mississippi vs Tennessee

Foot Ball Game

Saturday Nov. 12, 1904.

Jackson, Mississippi.

The Contestants.

Mississippi.

Colors: Red Blue.

Strickland,
Howze,
Hudson,
Rutledge,
Moss,
Webster,
Shumaker,
Watson,
Chamberlain,
Cohn,
Finley,

POSITION.

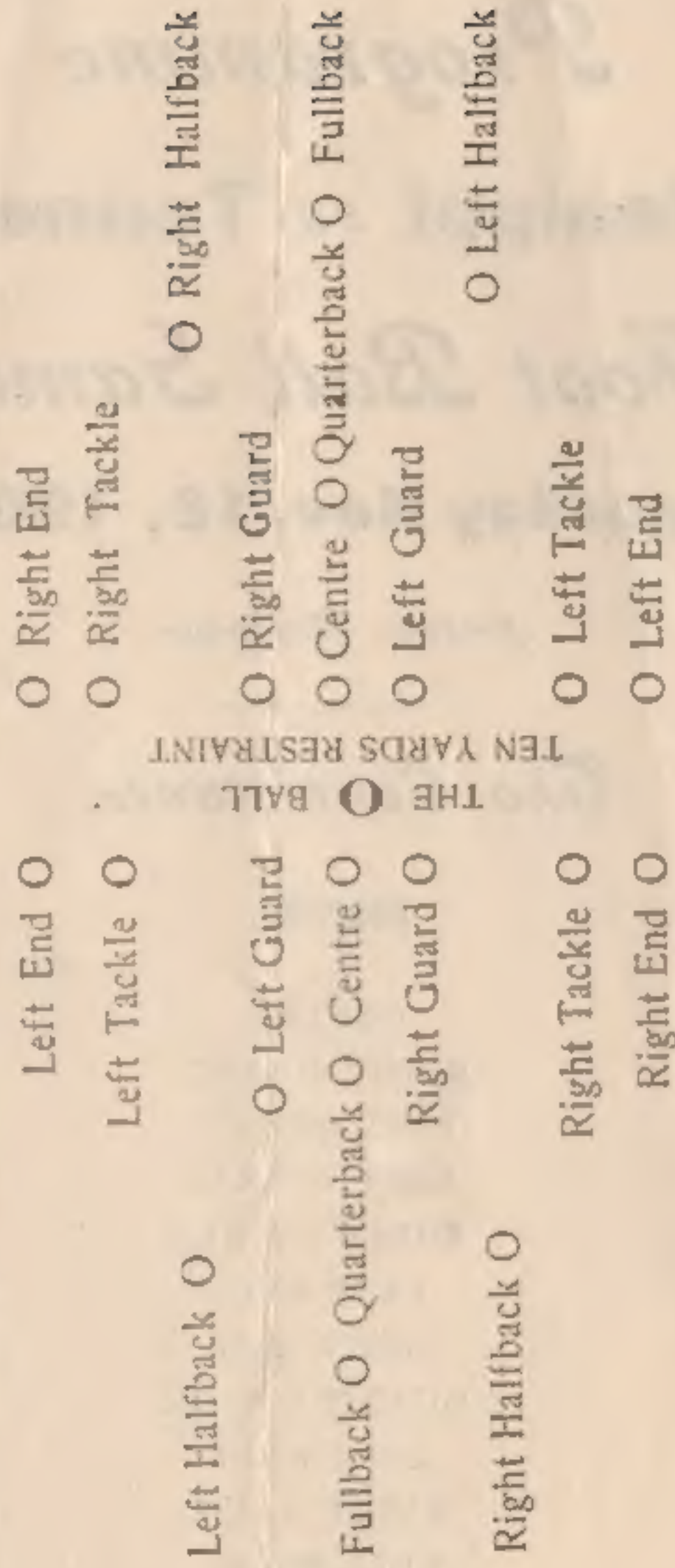
CENTER
RIGHT GUARD
LEFT GUARD
LEFT TACKLE
RIGHT TACKLE
LEFT END
RIGHT END
QUARTER BACK
LEFT HALF
RIGHT HALF
FULL BACK

Tennessee

Colors: Orange and White.

Glanini.
Rogers.
Hesseir.
Williams.
Thomason.
Jones.
Gleades.
Mayo.
Woodward.
Gulley.
Reissianl.

Arrangement of Players on the Field.



POSITION OF THE PLAYERS

OBJECT OF THE GAME.

The ball is put in play in the middle of the field by a kick off toward the goal posts belonging to the side doing the kicking. The opponents catch the ball and attempt to carry it towards their (the opposite) goal. From this time until the close of the half both teams are busily engaged in a mighty effort to carry, kick or otherwise pass the ball over their goal line, when the ball is once over this much coveted line some player kicks it over the goal and a total score of six points is made.

When the mix up in what seems to be a melee of men occurs, a scrimmage is in progress, when a side captures the ball that side has three trials on "downs" as they are call in foot ball parlance, to advance the ball five yards, if the side fails to advance the ball five yards in three attempts it goes to the opponents on downs and they in turn have three trials. Should the ball be carried forward five or more yards by either side, then that side has the right to three more downs in which to advance it another five yards. The referee announces after each down how much is yet to be gained of the the five yards and how many "downs" are left to the side with the ball.

The officers in every game are four: An umpire, a referee and two linemen who measure the progress made by the teams at each down.

The numbers which one hears being called are secret signals telling each man what to do in the play.

The following rules are of interest:

I.

The captains shall toss up a coin before the game, and the winner shall have choice of goal or kick-off. The ball shall be kicked off at the beginning of each half. At the beginning of the second half the teams shall take opposite goals from the ones assumed at the first.

1. The ball is out of bounds when it touches the ground on or outside the side line or side line extended.

2. If the ball is kicked so that it goes outside of bounds before crossing the opponents' goal line, it shall belong to the opponents at the point where it crossed the side line.

3. A safety is declared when the ball in the possession of a player guarding his own goal is declared dead by the referee, any part of it being on, over or behind the goal line, provided the impetus which caused it to pass behind the goal line was given by the side defending the goal. A safety is also made when a player of the side in possession of the ball commits a foul which would give the ball to the opponents behind the defender's goal line.

4. A punt-out is a punt (kick) made by a player of the side which has made a touchdown to another of his own side for a fair catch.

5. A scrimmage takes place when the holder of the ball places it upon the ground and puts it in play by kicking it forward or snapping it back. The scrimmage does not end until the ball is again declared dead.

6. Snapping the ball means putting it back by means of hand or foot with one quick or continuous motion from its position on the ground.

7. A fair catch consists in catching the ball after it has been kicked by one of the opponents. If a side obtains a fair catch the ball must be put in play by a punt, drop-kick or place kick and the opponents must not come within ten yards of the line on which the fair catch was made.

8. In a scrimmage no part of any player shall be ahead of the ball when it is put in play. A player is put "off side" if the ball in play has first been touched by one of his own side behind him.

9. Before the ball is put in play no player shall lay his hands upon, or by the use of his hands or arms, interfere with an opponent.

(b) After the ball is put in play, the players of the side that has possession may obstruct the opponents with the body only. The player running with the ball may use his arms and hands. The players of the side not having the ball may use their hands and arms but only to get the player out of the way or to stop the runner.

10. If a player having the ball is stopped, or if the player cries "Down" the referee shall blow his whistle and the ball shall be put down for another scrimmage.

11. There shall be no piling up on the player after the referee blows his whistle thereby declaring the ball dead.

12. The following shall be the values of plays in scoring: Goal obtained by touchdown (placing ball behind opponents' goal posts or line), 6 points; goal from field-kick, either a drop-kick or place-kick, 4 points; touchdown without kicking ball between goal posts, 5 points; safety by opponents, 2 points.

13. A player may be substituted for another at the discretion of the captain of his team, but the player thus put out can not return to take part further in the game.

14. A foul is any violation of a rule. The penalties are—
Loss of five yards:

Coaching; delay of game; off-side in scrimmage; starting before ball; passing or batting ball forward; unsportsmanlike conduct; piling up after referee blows whistle.

Loss of fifteen yards:

Tripping; holding with hands by team in possession of ball; interference with fair catch.

Disqualification for playing in the game:

Unnecessary roughness, throttling, knocking or striking with closed fists.